



POKER - TEXAS HOLD'EM GAME RULES

BUY-IN: The buy-in shall be 2,000 chips. These chips have no monetary value. There are no re-buys or add-ons in this tournament.

WINING THE TOURNAMENT:

Awarding of the Gold, Silver, and Bronze medals for the 4S Tournament is based on the combined finish of both players from each club. If two (or more) players are eliminated on the same hand, the player who started the hand with the most chips will be awarded the higher finishing position.

First Out	=	0 points
Second Out	=	2 points
Third Out	=	3 points
Fourth Out	=	4 points
Fifth Out	=	5 points
Sixth Out	=	6 points
Seventh Out	=	7 points
Last Standing	=	9 points

In the event of a tie in points, the team with the best top finisher is considered the better score.

LATE PLAYERS: Players who have committed their attendance to the Tournament Director but have not arrived by the deal of the first hand will, at the Tournament Director's discretion, be assigned a seat and issued chips. A player will post all appropriate blinds/antes on behalf of the absent player. (See players leaving.)

TIME USE AND BREAKS: Blind level rounds will be 10 minute rounds. When the blind's timer expires, it shall be immediately restarted. The next hand will be dealt at the new blind level. For the purpose of this rule, a hand is considered currently in play once all blinds/antes are posted and the dealer has begun shuffling. Breaks will be at the discretion of the Tournament Director. The timer is stopped during breaks and during any disputes that occur which require attention from the tournament Director to resolve. No additional hands shall be started during such a break although hands already in progress should be completed.

BLINDS' SCHEDULE: The blinds' schedule shall be posted in plain view of the playing table.

SEATING: When the tournament begins, each player draws a single card. The Ace is seated at the button, the 2 is the small blind, the 3 is the big blind, and then each player is seated in proper card order.

DEAD BUTTON RULE: If the big blind busts out and is not replaced by a player from another table, the button moves to the player who posted the small blind, and the player to the left of the former big blind assumes the big blind. There is no small blind for that hand. On the

following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. This will result in the same player being dealt two hands in a row.

When the small blind busts out, the button does not move. The player who has the big blind will now post the small blind and the player to his left will post the big blind. This will result in the same player being dealt two hands in a row.

When only two players remain, the player due to assume the big blind will do so, and the small blind will inherit the button. The small blind or button will act first prior to the flop and second after the flop.

PLAYERS LEAVING: If a player leaves the table for any reason and will return before 20 minutes are up, he can opt to drop every hand that occurs during his absence. He will be responsible for all antes and blinds, but will not be dealt cards and cannot win any hands. Players remaining at the table, or another person designated by the absentee, will post all antes and blinds for the absent player. Any player who does not return within 20 minutes forfeits all his remaining chips, to be split evenly among the remaining players at the table. Odd chips are returned to the bank.

THE TOURNAMENT DIRECTOR: The Tournament Director is responsible for all table, seating and dealer decisions. The Tournament Director is responsible for handling of the timer although may delegate this task to any dealer/player at his discretion. In the case of disputes and rule interpretations, the Tournament Director will have final authority.

POKER DEALER ERRORS: If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other hole card is exposed due to a dealer error, the deal continues. The exposed card may be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card. If more than one hole card is exposed, this is a misdeal and there must be a re-deal.

If the flop needs to be re-dealt because the cards were prematurely flopped before the betting was complete, or the flop contained too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

If the dealer fails to burn a card before the flop, turn or river; the card will be shown to all players and the next card will be turned face-up as normal.

If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then complete. The dealer burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck

and turns to the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

POKER MISDEALS: The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands:

MISDEALS:

- The first or second card of the hands has been dealt face-up or exposed through dealer error.
- 2 or more cards have been exposed by the dealer.
- 2 or more boxed cards (improperly faced cards) are found.
- 2 or more extra cards have been dealt in the starting hands of a game.
- An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
- Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burn card).
- The button was out of position.
- The first card was dealt to the wrong position.
- Cards have been dealt to an empty seat or a player not entitled to a hand.
- A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

If two players have acted in turn, the deal must be played to conclusion, as explained here:

Action is considered to occur in stud games when 2 players after the forced bet have acted on their hands. In button games, action is considered to occur when 2 players after the blinds have acted on their hands. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion and no chips will be returned to any player whose hand is fouled.

POKER DEAL HANDS:

Your hand is declared dead if:

- You fold and announce that you are folding when facing a bet or a raise.
- You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
- In stud, when facing a bet, you pick your up-cards off the table, turn your up-cards facedown, or mix your up-cards and down-cards together.
- The hand does not contain the proper number of cards for that particular game (except at stud, a hand missing the final card may be rules live, and at lowball and draw high, a hand with too few cards before the draw is live).
- You act on a hand with a joker as a hole card in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card).
- You have the clock on you when facing a bet or re-raise and exceed the specified time limit.

Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at director's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of false information given to the player.

Cards thrown into another player's hand are dead, whether they are face-up or face-down.

If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to respective bettors. If a card with a different color back is discovered in the stub, all actions stand. If 2 cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them. One or more cards missing from the deck does not invalidate the results of a hand. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play, a down card dealt off the table is an exposed card. If you drop a card on the floor out of your hand, you must still play that card. A player must show all cards in the hand face-up on the table to win any part of the pot.

<u>LEVEL</u>	<u>BLINDS</u>
1	10-20
2	15-30
3	25-50
4	50-100
5	75-150
6	100-200
7	150-300
8	200-400
9	300-600
10	400-800
11	500-1000
12	600-1200
13	800-1600
14	1000-2000
15	1500-3000
16	2000-4000

2000 CHIP BUY-IN 10 MINUTE ROUNDS
